

Squad of Scouts CHALLENGE 4

LARGE GROUP OF HUMANOIDS

1,100 XP

AC 15 (Leather armor.)

HP 95 (15d8 + 30; bloodied 47)

Speed 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

10 (+0) 16 (+3) 14 (+2) 10 (+0) 14 (+2) 10 (+0)

Proficiency +3; **Maneuver DC** 14

Saving Throws

Skills Nature +3, Perception +6, Stealth +6, Survival +5

Senses passive Perception 16

Languages Common

Keen Hearing and Sight. The Squad of Scouts has advantage on Perception checks that rely on hearing or sight.

Area Vulnerability. The Squad of Scouts takes double damage from any effect that targets an area.

Squad Dispersal. When the Squad is reduced to 0 hit points, it turns into 2 Scouts, each of which are bloodied (9 hit points).

Squad. The Squad is composed of 5 or more creatures. If it is subjected to a spell, attack, or other effect that affects only one target, it takes any damage, but ignores other effects. It can share its space with Medium or smaller creatures or objects. The Squad can move through any opening large enough for one Scout without squeezing.

ACTIONS

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 30 (5d6 + 15) piercing damage. Half damage if the Squad is bloodied.

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 35 (5d8 + 15) piercing damage. Half damage if the Squad

is bloodied.

